



games



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Game Theory and Competition Policy

Guest Editor:

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Message from the Guest Editor

Dear Colleagues,

Over the last two decades, there has been a steady rise in the use of game-theoretic concepts and models for the analysis of competition policy both in academia and with policymakers. Game theory allows for the analysis of strategic interactions between (i) market participants, (ii) market participants and authorities, and (iii) between authorities in different jurisdictions. As game theory is more widely adopted, its applications have an increasing impact on policy and market outcomes.

This Special Issue intends to gather original, high-quality papers, including surveys pertaining to applications of game theory to the four main areas of competition policy: merger analysis, monopolization cases, cartels and state aid. We invite submissions using theoretical, empirical and/or experimental analysis. This includes work on important current policy issues such as the regulation of platforms in two-sided markets, data privacy and competition, and the fight against hard-core cartels. We also explicitly encourage submissions of experimental and behavioral work on the strategic interaction between competition authorities and market participants.



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Special Issue